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TIGER ELECTRONICS

AGES 5 & UP

Harry Potter

E-PALS HEDWIG™

Asst. No. 36291
Item No. 36292
200102880IWTI-01

INSTRUCTION

Hasbro

1 GETTING STARTED

Pull the tab out behind the unit to activate the game.

You will see the word TIME appear on screen with an hour glass.

It's time to set the time. It's important to set the correct time so that you can keep HEDWIG and SCABBERS on schedule for their many activities!

Press the ENTER button.

On screen you will see:
HOUR?
AM
12:00

Use the LEFT and RIGHT buttons to move to the correct hour. To move from AM to PM, you will have to scroll through all the AM hours first. When you reach the correct hour, press ENTER.

On screen you will see:
MIN?
(plus the hour you already entered)

Use the LEFT and RIGHT buttons to move to the correct minute. Then press ENTER.

This will take you right into the game which begins with an opening animation of a key unlocking HEDWIG'S cage!

The game takes place at HOGWART'S SCHOOL where both HEDWIG and SCABBERS live with their masters, HARRY and RON. HEDWIG is HARRY's owl and SCABBERS is RON's pet rat!

Once HEDWIG is automatically released from the cage, you must keep HEDWIG in good shape for 2 days. You keep HEDWIG in good shape by taking good care of her.

When you see the ALERT icon flash on screen, you need to figure out what HEDWIG is doing.

For example, maybe HEDWIG needs food. So press the MODE button to get into the activity mode selection and then use the LEFT and RIGHT buttons to toggle through the various icon activities. Then press ENTER to go to the activity of your choice.

If you play and win the correct activity, you will score points!

But if you can't figure out which of the activities HEDWIG needs, don't worry. If you don't figure which activity to play, soon the screen will actually flash the icon of the activity that she needs, for example, the FOOD icon would flash on screen.

Then use the LEFT and RIGHT buttons as described above to toggle to the food icon and press ENTER. Then play the FOOD game. If you win the game, you will still score points -- although not as many as you would have scored had you figured out on your own that HEDWIG was hungry and needed food!

If you don't select the correct activity or you select the correct activity but can't win the game, then you will LOSE points.

If you can keep HEDWIG's score above 80 for 2 days, then you will hear SQUEAKING SFX (at 7:30 am on the third day) -- letting you know that SCABBERS has been activated!

Once SCABBERS has been activated, you can toggle between both pets -- and have two pets to take care of instead of one! But only ONE of these two pets will ever appear on screen at a time.

While the games are all about HEDWIG and SCABBERS, you'll also see some other friends appearing on screen from time to time, including HARRY, RON, MALFOY, and DUMBLEDORE!

HARRY

RON

MALFOY

DUMBLEDORE

Your E-Pals won't die. But if your score for HEDWIG drops below 20, then you see HEDWIG enter her cage again. If your score for SCABBERS drops below 20, then you see him fall into a deep sleep on a Gryffindor common room chair.

If you lose HEDWIG within the first 2 days, then you will not get a chance to play with SCABBERS. Playing with SCABBERS must be earned -- by keeping HEDWIG in good shape for 2 days first! There is one exception to this -- entering a secret code to activate SCABBERS early! More on that later!

There are 7 "games" for the player to play with HEDWIG and SCABBERS.
Your scores will continually rise and fall depending on how well you perform in the games!

2 FUNCTIONS

You can play 7 different games each for both HEDWIG and SCABBERS -- 14 games in all. In addition to your games, your game also has a clock, an alarm function, a stopwatch, sound effects, name editing, score keeping, a pause feature, and a contrast level to obtain the clearest possible on-screen action!

The activities include:

CLOCK,
including clock, alarm, stopwatch and contrast (FIRST ICON IN UPPER LEFT)

FOOD
(SECOND ICON FROM LEFT)

SLEEP
(THIRD ICON)

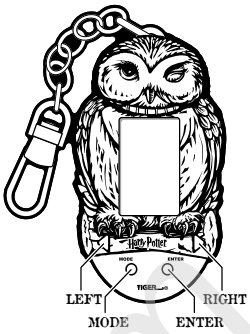
CLEAN
(FOURTH ICON)

GAMES
(FIFTH ICON)

ALERT
(SIXTH ICON)

The ALERT icon (the sixth icon) is to remind you of some action your E-Pal needs. The flashing alert icon means your E-Pal needs to feed, sleep, clean and/or play. Remember to try to guess what action is needed for your E-Pal first. If you don't guess right, the icon of the correct action will flash with the alert icon. When you have both E-Pals (HEDWIG and SCABBERS) activated, the alert icon may flash for whichever E-Pal needs action! Once you have satisfied your E-Pal's need, the icons stops flashing.

3 CONTROLS



LEFT
-- to move left among the activity mode icons for activity selection.
-- to move left during a game once you have selected it.

RIGHT
-- to move right among the activity mode icons for activity selection.
-- to move right during a game once you have selected it.

MODE
-- to go from downtime activities into the selection process for the various activities.
-- to quit from selected activity to downtime activities.

ENTER
-- to confirm a selection from the mode selection screen.
-- to move to the center position during a game.

4 HOW TO PLAY

After activating the game and setting the clock as described above, you will be asked to enter HEDWIG's name.

So type in H-E-D-W-I-G in the game screen. Or you can type in your own name!

After entering name, confirm the name by pressing the ENTER game. Now let the games begin!

You are in "downtime" activities and can watch HEDWIG move freely across the screen.

When the alert icon lights up, you know HEDWIG needs something!

When you get to the point where both E-Pals (HEDWIG and SCABBERS) are both available to you, you will see there is a arrow for your selection, so you can press the RIGHT key to select SCABBERS or press the LEFT key to select HEDWIG.

If you don't press any key while you are in the MODE selection, after about 5 seconds, you will go automatically back to downtime mode.

SELECTION MODE:
By pressing the MODE key, you will go to the selection mode and can choose among all the activities/functions described above in trying to figure out what your E-Pal needs! Now you can make a selection between clock, food, clean, sleep and games. If you don't select one of these activities, the selection icons will disappear after about 5 seconds and downtime will begin again.

DOWNTIME AND SECRET CODES
While you are in downtime, watching your E-Pal move across the screen, you can press the ENTER key.

Then you will see a blank screen.

From this blank screen, you can enter secret codes!
By typing in a secret code and pressing ENTER to confirm the secret code, you will be able to activate SCABBERS immediately -- without having to play well with HEDWIG for 2 days first!

From this blank screen, there is another special code you can type in and then press ENTER and see a special activity!

At any time, you can press LEFT or RIGHT to return to downtime activities or you can press the MODE button to go back to the selection of activities.

Once you press MODE key, you will have 30 seconds to make a selection (clock, food, sleep, clean or game).

From the special code screen, if you don't press any key for 5 seconds, you will return to downtime automatically.

THE CLOCK

There are 8 functions in selecting the CLOCK activity icon.
Press LEFT or RIGHT to switch the choices. At any time, press the MODE key to exit back to the main menu of activity selections.

Let's go through your clock choices!

Set Time:
Press ENTER to set the time. Then use the LEFT or RIGHT buttons to set the hour and press ENTER to confirm. Set the minute time in the same way.

Set Alarm:
Press ENTER to set the alarm. Press LEFT to turn it on or RIGHT to turn it off and then press ENTER to confirm. Then follow the same procedure in Set Time to set the hour and minute for the alarm to sound!

Stop Watch:
Press ENTER to begin the stopwatch! Press ENTER to stop it. Press ENTER to resume it.
Press MODE to reset it to "00:00".
Press MODE to exit.

Sound ON/OFF
Press ENTER to go into the ON/OFF screen.
Press LEFT to choose ON and Press ENTER to confirm. Press RIGHT to choose off and Press ENTER to confirm.
Press Mode to quit without changing the setting.

Edit name
Press ENTER to edit the name. The old name is shown for you to modify.
Press MODE to backspace. Then enter the new name.

If you don't type in anything, press MODE key to quit.

Show score
When you select the score, you will see how many points you have.
Press Mode key to quit.

Pause ON/OFF
Press ENTER to go into the ON/OFF screen.
Press LEFT to move to PAUSE ON and press ENTER to confirm. The clock will then be shown.
Press Mode to quit the Pause and resume the game.

Adjust the Contrast
There are 5 contrast levels. Press LEFT or RIGHT to adjust.
Press either ENTER or MODE to confirm the selection.

HEDWIG'S ACTIVITIES
Press the MODE button to go from downtime activities to the main menu of activity selection. Move LEFT or RIGHT to toggle from activity to activity. Then press the ENTER button to select the activity you want to play. Then enjoy the fun!

HEDWIG'S FOOD ACTIVITY
HEDWIG catches live mice. Mice will run across the screen. HEDWIG will dive from the sky, when you use the LEFT, RIGHT, and CENTER buttons. Have her dive and catch the mouse! If you want her to catch a mouse on the left side of the screen, press the LEFT button. When the mouse is in the center, press the CENTER button. When the mouse is right, press the RIGHT button.

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HEDWIG'S SLEEPING
HEDWIG likes to sleep in her cage. It will take a 3 button code to put HEDWIG to sleep inside her cage. The combination will be a combination of the LEFT, RIGHT and ENTER buttons. It is a random combination each time you play. Do the correct 3 code combination, and you will see HEDWIG float down and enter her cage and then put her head under her wing and go to sleep.

The screen shows a 3-button code composed of three letters: R(right), E(enter) and L(left). It is a random combination. Player should do the correct 3-code combination once to complete the game. After the 3-button code has been shown, a white screen is shown. At this time, you should input the code. Once you input a wrong key, the pattern will be shown again.

To wake up the pal, enter the sleep mode and play the mini-game again, once again performing a 3-button code.

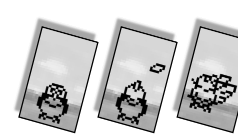
When HEDWIG is asleep, she can't perform other activities! So you have to wake her up before playing any other games!

HEDWIG'S CLEANING
HEDWIG flies through rain to wash herself! So as you see the raindrops fall, press the LEFT button to fly through raindrops on the left, press the RIGHT button to fly through raindrops on the right hand side of the screen and press the ENTER (Center) button to fly through raindrops in the middle of the screen!

HEDWIG'S GAME MODE
Once you enter the game mode, you can use your LEFT and RIGHT buttons to toggle through four different games to choose from. When you decide on which of the four games you want to play, press the ENTER button and enjoy!

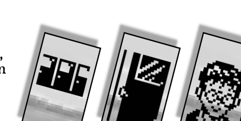
GAME 1: LETTER DROP GAME
Owls deliver mail for wizards. This activity takes place in the Great Hall at breakfast. Use your LEFT, RIGHT, and ENTER (center) buttons to fly left, right an din the center of the screen to drop off the mail at various kitchen tables.

You must drop off 8 out of 10 letters directly onto a table. However, you will be unsuccessful in your drop offs (and will lose points) if you are unsuccessful.

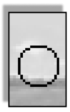


GAME 2: DELIVERY GAME
Owls must be sure to deliver mail to the right people. HEDWIG belongs to HARRY so he must deliver mail successfully to Harry. In this game, there are three doors. Press the LEFT button to tap on the left door with your beak. Press the RIGHT button to tap on the right door with your beak. Press the ENTER button to tap on the center door with your beak.

When you tap on a door, it will open. Harry is randomly behind one of the three doors. Other characters appearing behind doors, include DUMBLEDORE, HERMIONE, RON, MALFOY, and SNAPE! You have to find Harry 3 times in order to win the game.

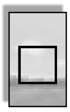


GAME 3: FLIGHT PATTERN GAME
On screen, will appear one of three symbols -- a CIRCLE, a TRIANGLE, or a SQUARE. Once this shape appears, you must use your three directional buttons - LEFT, RIGHT, and ENTER (Center) to have HEDWIG fly in that pattern.



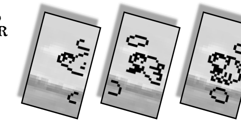
CIRCLE
Press the LEFT or RIGHT button continuously to have HEDWIG fly in a circle.

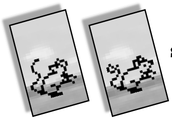
TRIANGLE
Press the LEFT,then CENTER then RIGHT OrÖ the RIGHT then CENTER then LEFT buttons to have HEDWIG fly in a triangle pattern.



SQUARE
Press the LEFT then RIGHT then RIGHT again then LEFT OrÖ The RIGHT then LEFT then LEFT again then RIGHT to have HEDWIG fly in a square pattern.

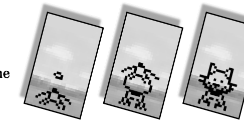
GAME 4: CLOUD HOPPING
Help HEDWIG be a high flyer! Clouds will appear. Try to fly from cloud to cloud using the LEFT, RIGHT and ENTER (Center) buttons! Hop onto 7 clouds!





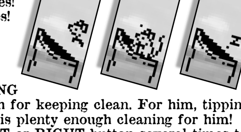
SCABBERS' ACTIVITIES
When you play with SCABBERS (after two great days with HEDWIG or after entering the secret code to activate SCABBERS sooner), you can also play games with SCABBERS and keep his score, too!

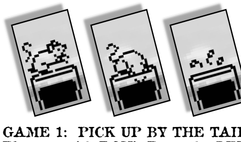
SCABBERS' FOOD
SCABBERS likes to eat candy. He lives to eat BERTIE BOTT'S EVERY FLAVOR BEANS. RON appears either LEFT, RIGHT or in the CENTER of the screen and you use the directional buttons to move toward him and eat the candy out right out of his hand!



SCABBERS' SLEEPING
SCABBERS likes to sleep in Ron's pocket! The sleeping activity works the same as HEDWIG's sleeping. The screen will show a 3-code combination composed of L, R or E. You have to enter this 3 part code correctly to the sleep activity, see the 3-part code flash on screen and repeat the code to wake him up!

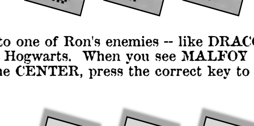
When SCABBERS is asleep, he can't perform other activities! So you have to wake him up before playing any other games!





SCABBERS' CLEANING
SCABBERS isn't much for keeping clean. For him, tipping over a glass of water is plenty enough cleaning for him! Press either the LEFT or RIGHT button several times to tip the glass of water over yourself!

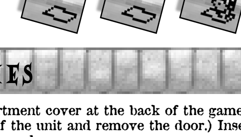
GAME 1: PICK UP BY THE TAIL
Play tag with RON! Press the LEFT, RIGHT and CENTER buttons to try to avoid getting picked up by the tail by RON! Ron will stick his hand in 10 times -- and if he grabs you by the tail 3 times, you lose the game.
But if he can't grab you 3 times in 10 tries, then you win the game!



GAME 2: DEFENDING YOUR MASTER'S HONOR
There's nothing quite as satisfying as sinking your teeth into one of Ron's enemies -- like DRACO MALFOY! You are sitting on a seat on the train going to Hogwarts. When you see MALFOY walk by you -- either to your LEFT or RIGHT or down the CENTER, press the correct key to jump on him! Jump on him 3 times to win the game!

GAME 3: IN SEARCH OF SCABBERS
You must explore the stairs and passageways of the Tower to find SCABBERS! Press LEFT, RIGHT and ENTER (center) to move on the stairs and through the passageways to find SCABBERS. You win this activity if you can help RON find SCABBERS!

GAME 4: DON'T LET RON'S SHEET GIVE YOU THE SLIP!
There's nothing quite as satisfying for a rat as nawing RON's sheets! Use the LEFT and RIGHT buttons to move SCABBERS on top of a sheet. Delicious! But it's not easy-as you try to climb onto a sheet, the sheet can wriggle right off the bed! So you have to be quick about your LEFT and RIGHT movements!

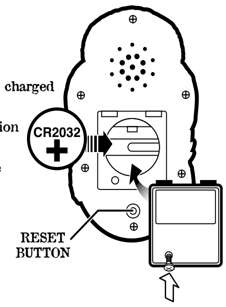


5 Inserting The Batteries

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Loosen the screws holding the battery door onto the back of the unit and remove the door.) Insert 1 CR2032 battery (included), making sure to align "+" and "-" as shown.

CAUTION: Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

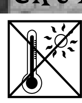


To ensure proper function :

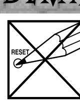
- Battery installation should be done by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged (if removable).
- Rechargeable batteries are only to be charged under adult supervision (if removable).
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not mix old and new batteries.
- Do not mix alkaline, standard or rechargeable batteries.

DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

6 Caution / Deffect Or Demage



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department.
1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

7 90-Day Limited Warranty

Tiger Electronics (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$6.75. Payments must be by check or money order payable to Tiger Electronics.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department.
1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

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